

Quantum Computing at DLR

Tobias Stollenwerk

Simulation and Software Technology
High Performance Computing Department

Kroha Group Seminar, Uni Bonn



Knowledge for Tomorrow



Content

- Introduction to Quantum Computers
- Quantum Computing at DLR-SC
 - Quantum Annealing
 - Gate-based Quantum Algorithms for Near-Term Devices



Quantum Bits

- Classical bit is either "0" **or** "1"



Quantum Bits

- Classical bit is either "0" **or** "1"

0 1

- Quantum state is superposition of "0" **and** "1"

$$|\psi\rangle = a|0\rangle + b|1\rangle$$

0 1

where $|a|^2 + |b|^2 = 1$ and $a, b \in \mathbb{C}$



Quantum Bits

- Classical bit is either "0" **or** "1"



- Quantum state is superposition of "0" **and** "1"

$$|\psi\rangle = a|0\rangle + b|1\rangle$$



where $|a|^2 + |b|^2 = 1$ and $a, b \in \mathbb{C}$



Quantum Bits

- Classical bit is either "0" **or** "1"



- Quantum state is superposition of "0" **and** "1"

$$|\psi\rangle = a|0\rangle + b|1\rangle$$



where $|a|^2 + |b|^2 = 1$ and $a, b \in \mathbb{C}$



Quantum Bits

- Classical bit is either "0" **or** "1"



- Quantum state is superposition of "0" **and** "1"

$$|\psi\rangle = a|0\rangle + b|1\rangle$$



where $|a|^2 + |b|^2 = 1$ and $a, b \in \mathbb{C}$



Quantum Bits

- Classical bit is either "0" **or** "1"

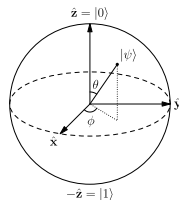


- Quantum state is superposition of "0" **and** "1"

$$|\psi\rangle = a|0\rangle + b|1\rangle$$

where $|a|^2 + |b|^2 = 1$ and $a, b \in \mathbb{C}$

$$\Rightarrow |\psi\rangle = \sin\left(\frac{\theta}{2}\right) |0\rangle + e^{i\phi} \cos\left(\frac{\theta}{2}\right) |1\rangle$$



Quantum Bits

- Measure the state

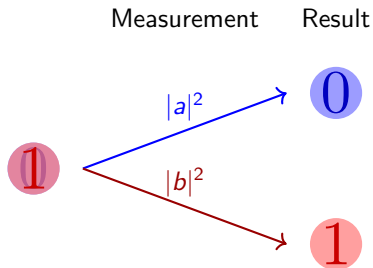
$$|\psi\rangle = a|0\rangle + b|1\rangle$$



Quantum Bits

- Measure the state

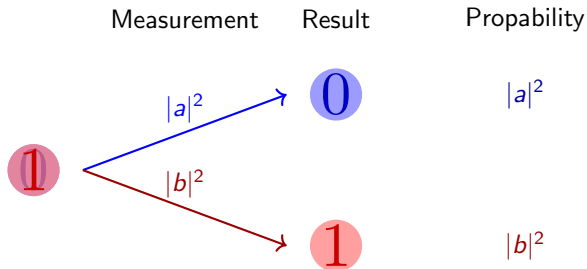
$$|\psi\rangle = a|0\rangle + b|1\rangle$$



Quantum Bits

- Measure the state

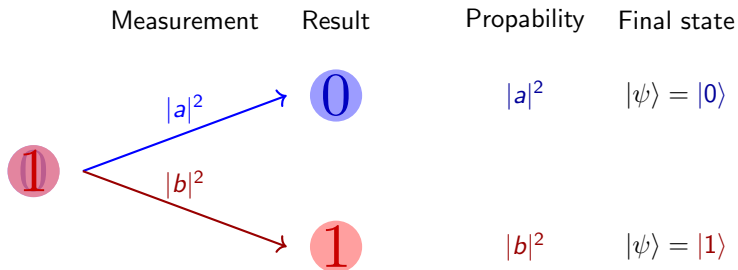
$$|\psi\rangle = a|0\rangle + b|1\rangle$$



Quantum Bits

- Measure the state

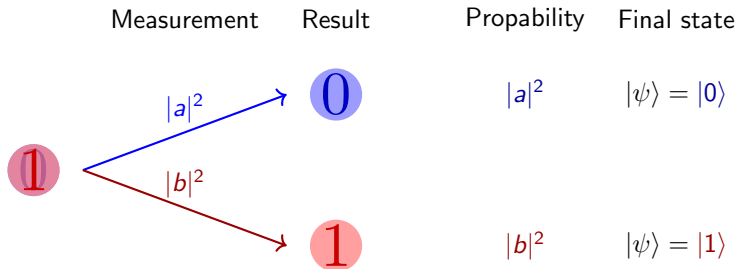
$$|\psi\rangle = a|0\rangle + b|1\rangle$$



Quantum Bits

- Measure the state

$$|\psi\rangle = a|0\rangle + b|1\rangle$$

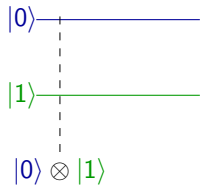


- Measurement changes the state



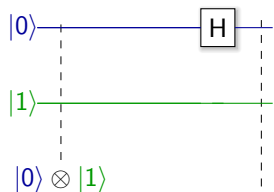
Universal Quantum Computer

Gate model: Manipulate quantum states through quantum gates



Universal Quantum Computer

Gate model: Manipulate quantum states through quantum gates



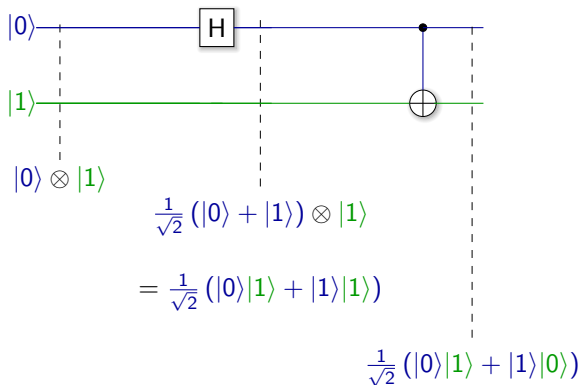
$$\frac{1}{\sqrt{2}}(|0\rangle + |1\rangle) \otimes |1\rangle$$

$$= \frac{1}{\sqrt{2}}(|0\rangle|1\rangle + |1\rangle|1\rangle)$$



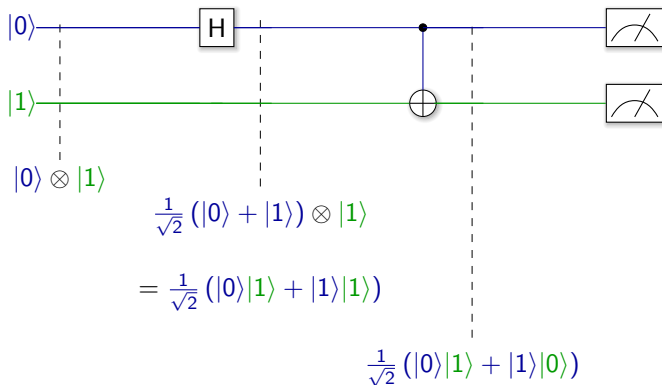
Universal Quantum Computer

Gate model: Manipulate quantum states through quantum gates



Universal Quantum Computer

Gate model: Manipulate quantum states through quantum gates



Quantum Algorithms

Algorithm	Runtime classical	Runtime quantum	Application
Deutsch-Josza	$2^n/2$	1	Academical
Grover's search algorithm	n	\sqrt{n}	Database
Shor's Factorization Algorithm	Exponential	Polynomial	Cryptography



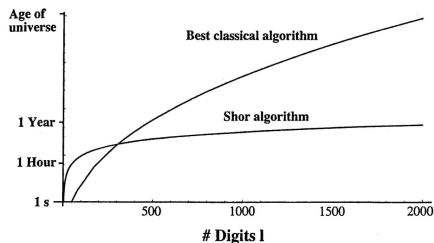
Quantum Algorithms

Algorithm	Runtime classical	Runtime quantum	Application
Deutsch-Josza	$2^n/2$	1	Academical
Grover's search algorithm	n	\sqrt{n}	Database
Shor's Factorization Algorithm	Exponential	Polynomial	Cryptography



Quantum Algorithms

Algorithm	Runtime classical	Runtime quantum	Application
Deutsch-Josza	$2^n/2$	1	Academical
Grover's search algorithm	n	\sqrt{n}	Database
Shor's Factorization Algorithm	Exponential	Polynomial	Cryptography



Near-Term Quantum Computers

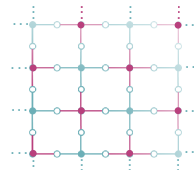
- Recent hardware development up to 72 qubits
- Hardware restrictions (fidelity, noise, feasible gates, etc.)
- “Noisy Intermediate-Scale Quantum Computers”
- Compare to early supercomputers. How to employ their power for something useful?



IBM Q



Google Bristlecone Chip



Rigetti Chip Architecture

Near-Term Quantum Algorithms

Question

What can we do with “Noisy Intermediate-Scale Quantum Computers” in the near future?

Answer

- Use Algorithms with no proven speedup
- Use Algorithms which do not require quantum error correction
- Note: Most of the current codes run on a supercomputer have not theoretically proven speedup

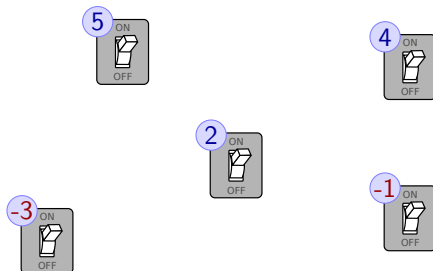


Quantum Annealer

- Optimizer for Ising problems

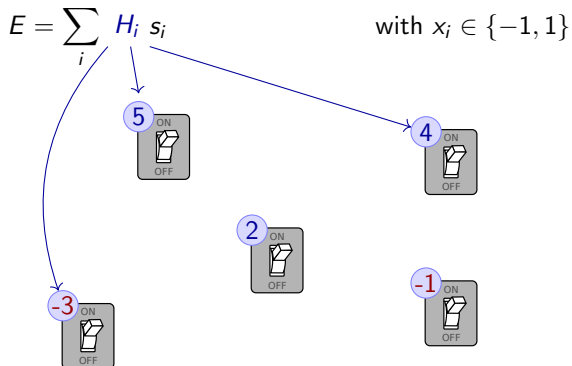
$$E = \sum_i H_i s_i$$

with $x_i \in \{-1, 1\}$



Quantum Annealer

- Optimizer for Ising problems

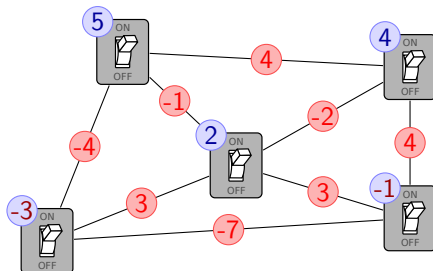


Quantum Annealer

- Optimizer for Ising problems

$$E = \sum_i H_i s_i$$

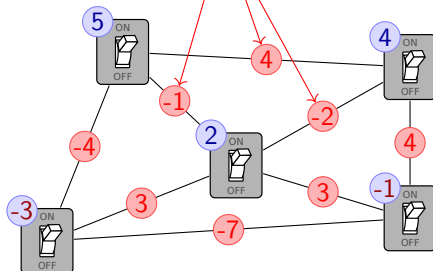
with $x_i \in \{-1, 1\}$



Quantum Annealer

- Optimizer for Ising problems

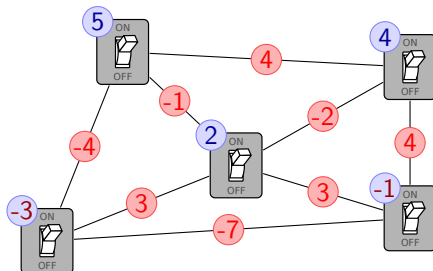
$$E = \sum_i H_i s_i + \sum_{i \neq j} J_{ij} s_i s_j \quad \text{with } x_i \in \{-1, 1\}$$



Quantum Annealer

- Optimizer for Ising problems

$$E = \sum_i H_i s_i + \sum_{i \neq j} J_{ij} s_i s_j \quad \text{with } s_i \in \{-1, 1\}$$



Quantum Annealing - How does it work?

- How do we bring the system in to the final state?
- Solution: Adiabatic evolution
 1. Prepare simple initial system with know ground state
 2. Change system *slowly* towards the final system



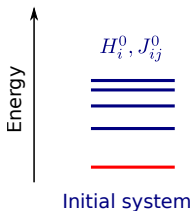
Quantum Annealing - How does it work?

- How do we bring the system in to the final state?
- Solution: Adiabatic evolution
 1. Prepare simple initial system with know ground state
 2. Change system *slowly* towards the final system



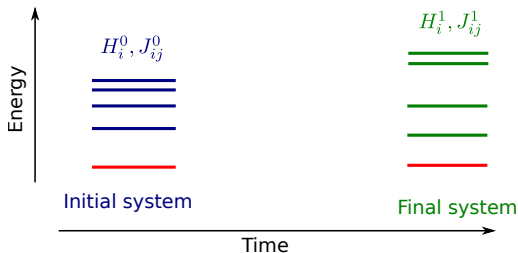
Quantum Annealing - How does it work?

- How do we bring the system in to the final state?
- Solution: Adiabatic evolution
 1. Prepare simple initial system with know ground state
 2. Change system *slowly* towards the final system



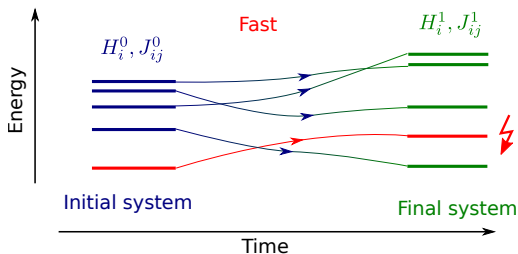
Quantum Annealing - How does it work?

- How do we bring the system in to the final state?
- Solution: Adiabatic evolution
 1. Prepare simple initial system with know ground state
 2. Change system *slowly* towards the final system



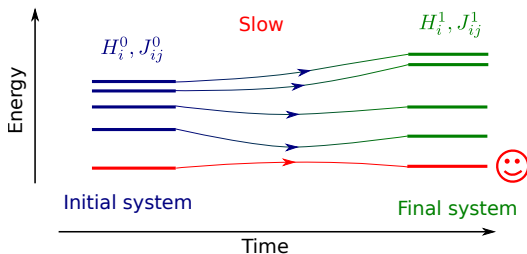
Quantum Annealing - How does it work?

- How do we bring the system in to the final state?
- Solution: Adiabatic evolution
 1. Prepare simple initial system with know ground state
 2. Change system *slowly* towards the final system



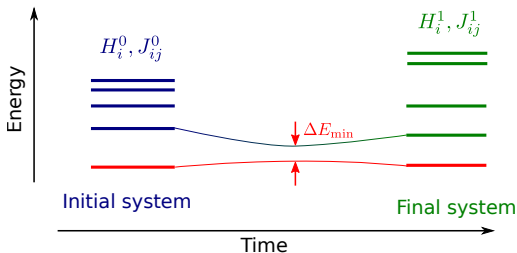
Quantum Annealing - How does it work?

- How do we bring the system in to the final state?
- Solution: Adiabatic evolution
 1. Prepare simple initial system with know ground state
 2. Change system *slowly* towards the final system



Quantum Annealing - How does it work?

- How do we bring the system in to the final state?
- Solution: Adiabatic evolution
 1. Prepare simple initial system with know ground state
 2. Change system *slowly* towards the final system



- Runtime $\propto \frac{1}{\Delta E_{\min}}$



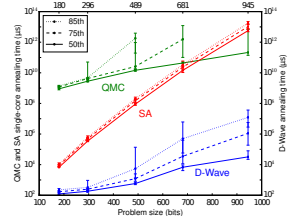
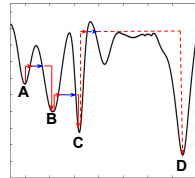
Runtime of Quantum Annealers

There are indications for a supremacy over classical methods

- Problems with **tall** and **narrow** barriers
- Quantum tunneling

Open questions:

- Is there quantum supremacy for real-world problems?
- What about scaling?

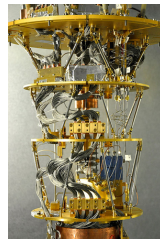
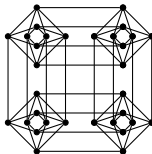


Denchev et. al., Google, arXiv:1512.02206



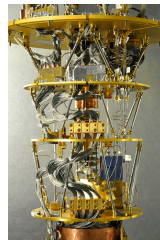
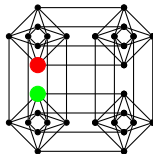
Quantum Annealer - Status of the Technology

- Commercially available devices from D-Wave Systems
- Customers: Google/NASA, Lockheed Martin/USC, Los Alamos National Laboratory
- USA: Efforts to build own quantum computers by Google, Lincoln Labs, etc. (IARPA QEO)
- D-Wave Hardware Architecture: Limited Connections



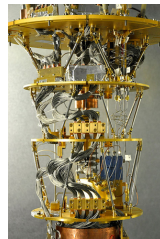
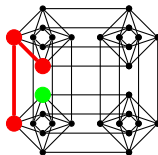
Quantum Annealer - Status of the Technology

- Commercially available devices from D-Wave Systems
- Customers: Google/NASA, Lockheed Martin/USC, Los Alamos National Laboratory
- USA: Efforts to build own quantum computers by Google, Lincoln Labs, etc. (IARPA QEO)
- D-Wave Hardware Architecture: Limited Connections



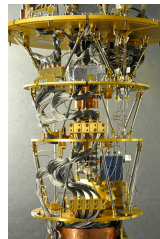
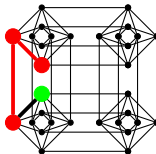
Quantum Annealer - Status of the Technology

- Commercially available devices from D-Wave Systems
- Customers: Google/NASA, Lockheed Martin/USC, Los Alamos National Laboratory
- USA: Efforts to build own quantum computers by Google, Lincoln Labs, etc. (IARPA QEO)
- D-Wave Hardware Architecture: Limited Connections



Quantum Annealer - Status of the Technology

- Commercially available devices from D-Wave Systems
- Customers: Google/NASA, Lockheed Martin/USC, Los Alamos National Laboratory
- USA: Efforts to build own quantum computers by Google, Lincoln Labs, etc. (IARPA QEO)
- D-Wave Hardware Architecture: Limited Connections

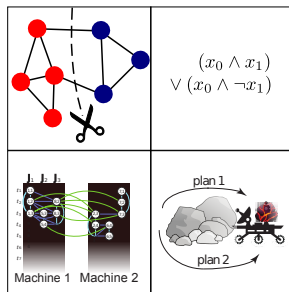


Applications

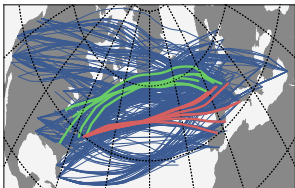
Which problems can be mapped to QUBO?

$$E = \sum_i H_i x_i + \sum_{i \neq j} J_{ij} x_i x_j \quad \text{with } x_i \in \{0, 1\}$$

- All NP-Complete Problems. E.g.
 - Graph Partitioning
 - Satisfiability Problems
- Planning
 - Job-Shop Scheduling
 - Mars-Lander Operations
- Machine Learning



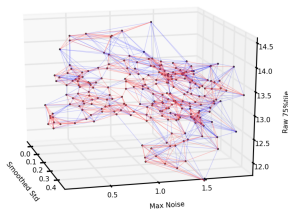
Application for Aerospace Research



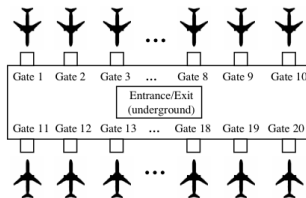
Air traffic management



Satellite Mission Planning



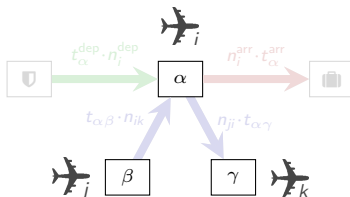
Telemetry Verification



Flight Gate Assignment



Flight Gate Assignment - Cost Function



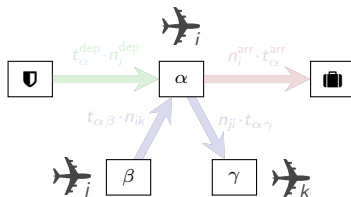
Minimizing the total transfer time with the cost function

$$C = \sum_{i\alpha} n_i^{\text{arr}} t_{\alpha}^{\text{arr}} x_{i\alpha} + \sum_{i\alpha} n_i^{\text{dep}} t_{\alpha}^{\text{dep}} x_{i\alpha} + \sum_{ij\alpha\beta} n_{ij} t_{\alpha\beta} x_{i\alpha} x_{j\beta}$$

→ Quadratic Assignment problem



Flight Gate Assignment - Cost Function



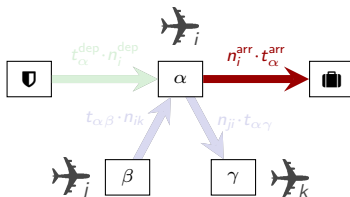
Minimizing the total transfer time with the cost function

$$C = \sum_{i\alpha} n_i^{\text{arr}} t_{\alpha}^{\text{arr}} x_{i\alpha} + \sum_{i\alpha} n_i^{\text{dep}} t_{\alpha}^{\text{dep}} x_{i\alpha} + \sum_{ij\alpha\beta} n_{ij} t_{\alpha\beta} x_{i\alpha} x_{j\beta}$$

→ Quadratic Assignment problem



Flight Gate Assignment - Cost Function



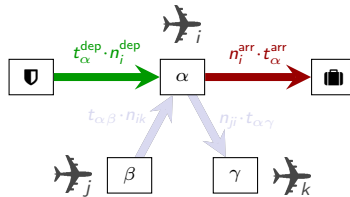
Minimizing the total transfer time with the cost function

$$C = \sum_{i\alpha} n_i^{\text{arr}} t_{\alpha}^{\text{arr}} x_{i\alpha} + \sum_{i\alpha} n_i^{\text{dep}} t_{\alpha}^{\text{dep}} x_{i\alpha} + \sum_{ij\alpha\beta} n_{ij} t_{\alpha\beta} x_{i\alpha} x_{j\beta}$$

→ Quadratic Assignment problem



Flight Gate Assignment - Cost Function



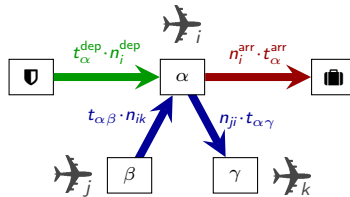
Minimizing the total transfer time with the cost function

$$C = \sum_{i\alpha} n_i^{\text{arr}} t_{\alpha}^{\text{arr}} x_{i\alpha} + \sum_{i\alpha} n_i^{\text{dep}} t_{\alpha}^{\text{dep}} x_{i\alpha} + \sum_{ij\alpha\beta} n_{ij} t_{\alpha\beta} x_{i\alpha} x_{j\beta}$$

→ Quadratic Assignment problem



Flight Gate Assignment - Cost Function



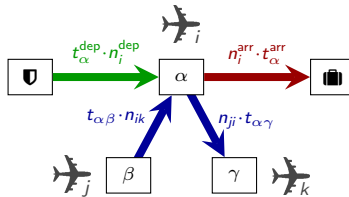
Minimizing the total transfer time with the cost function

$$C = \sum_{i\alpha} n_i^{\text{arr}} t_{\alpha}^{\text{arr}} x_{i\alpha} + \sum_{i\alpha} n_i^{\text{dep}} t_{\alpha}^{\text{dep}} x_{i\alpha} + \sum_{ij\alpha\beta} n_{ij} t_{\alpha\beta} x_{i\alpha} x_{j\beta}$$

→ Quadratic Assignment problem



Flight Gate Assignment - Cost Function



Minimizing the total transfer time with the cost function

$$C = \sum_{i\alpha} n_i^{\text{arr}} t_{\alpha}^{\text{arr}} x_{i\alpha} + \sum_{i\alpha} n_i^{\text{dep}} t_{\alpha}^{\text{dep}} x_{i\alpha} + \sum_{ij\alpha\beta} n_{ij} t_{\alpha\beta} x_{i\alpha} x_{j\beta}$$

→ Quadratic Assignment problem



Flight Gate Assignment - Constraints

- One gate per flight: $\forall i : \sum_{\alpha} x_{i\alpha} = 1$:

$$Q_C = \lambda_C \sum_i \left(\sum_{\alpha} x_{i\alpha} - 1 \right)^2$$

- No arrival before departure at the same gate

$$x_{i\alpha} \cdot x_{j\alpha} = 0 \quad \forall (i,j) \in F, \forall \alpha$$

with F : set of forbidden flight pairs

$$Q_T = \lambda_T \sum_{\alpha} \sum_{(i,j) \in F} x_{i\alpha} x_{j\alpha}$$



Flight Gate Assignment - Constraints

- One gate per flight: $\forall i : \sum_{\alpha} x_{i\alpha} = 1$:

$$Q_C = \lambda_C \sum_i \left(\sum_{\alpha} x_{i\alpha} - 1 \right)^2$$

- No arrival before departure at the same gate

$$x_{i\alpha} \cdot x_{j\alpha} = 0 \quad \forall (i,j) \in F, \forall \alpha$$

with F : set of forbidden flight pairs

$$Q_T = \lambda_T \sum_{\alpha} \sum_{(i,j) \in F} x_{i\alpha} x_{j\alpha}$$



Flight Gate Assignment - Constraints

- One gate per flight: $\forall i : \sum_{\alpha} x_{i\alpha} = 1$:

$$Q_C = \lambda_C \sum_i \left(\sum_{\alpha} x_{i\alpha} - 1 \right)^2$$

- No arrival before departure at the same gate

$$x_{i\alpha} \cdot x_{j\alpha} = 0 \quad \forall (i,j) \in F, \forall \alpha$$

with F : set of forbidden flight pairs

$$Q_T = \lambda_T \sum_{\alpha} \sum_{(i,j) \in F} x_{i\alpha} x_{j\alpha}$$



Flight Gate Assignment - Constraints

- One gate per flight: $\forall i : \sum_{\alpha} x_{i\alpha} = 1$:

$$Q_C = \lambda_C \sum_i \left(\sum_{\alpha} x_{i\alpha} - 1 \right)^2$$

- No arrival before departure at the same gate

$$x_{i\alpha} \cdot x_{j\alpha} = 0 \quad \forall (i,j) \in F, \forall \alpha$$

with F : set of forbidden flight pairs

$$Q_T = \lambda_T \sum_{\alpha} \sum_{(i,j) \in F} x_{i\alpha} x_{j\alpha}$$



Flight Gate Assignment - Constraints

- One gate per flight: $\forall i : \sum_{\alpha} x_{i\alpha} = 1$:

$$Q_C = \lambda_C \sum_i \left(\sum_{\alpha} x_{i\alpha} - 1 \right)^2$$

- No arrival before departure at the same gate

$$x_{i\alpha} \cdot x_{j\alpha} = 0 \quad \forall (i,j) \in F, \forall \alpha$$

with F : set of forbidden flight pairs

$$Q_T = \lambda_T \sum_{\alpha} \sum_{(i,j) \in F} x_{i\alpha} x_{j\alpha}$$



Hybrid Quantum-Classical Algorithms

Problem

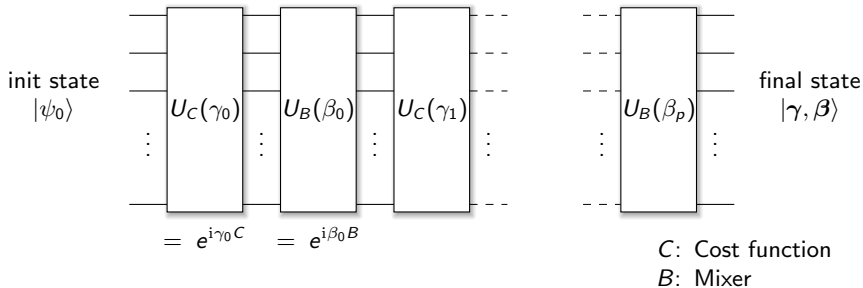
$$\min_{\gamma} \langle \gamma | C | \gamma \rangle$$

Algorithm

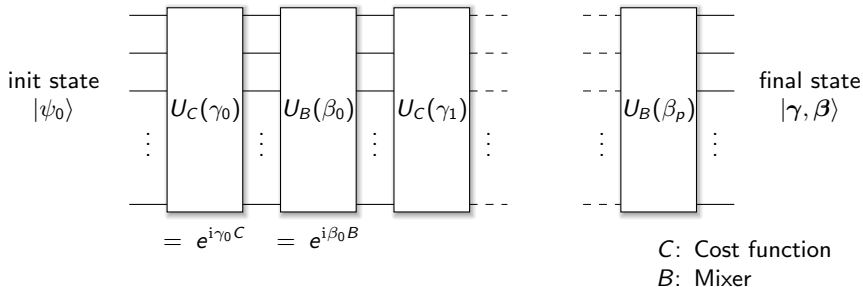
- Prepare parametrized state $|\gamma\rangle$ on gate based quantum computer
- Calculate expectation value $\langle \gamma | C | \gamma \rangle$
- Optimize parameters γ with classical optimization



Quantum Approximate Optimization Algorithm



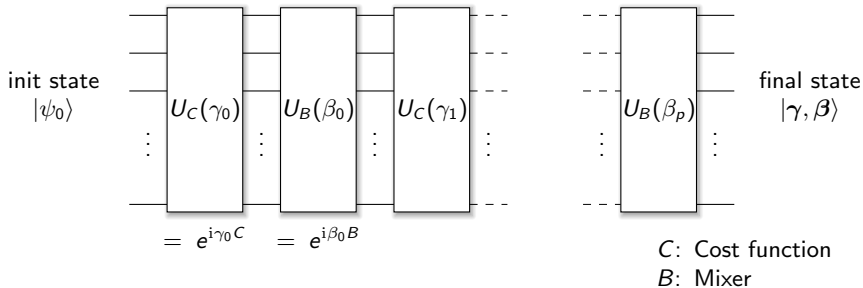
Quantum Approximate Optimization Algorithm



Get expectation value $\langle \gamma, \beta | C | \gamma, \beta \rangle$ through multiple measurements



Quantum Approximate Optimization Algorithm



Get expectation value $\langle \gamma, \beta | C | \gamma, \beta \rangle$ through multiple measurements

Optimize classically



QAOA for Constraint Optimization

Find suitable mixer B

- That keeps valid states valid
- That explores the whole space

Example:

$$\sum_{i\alpha} x_{i\alpha} = 1$$

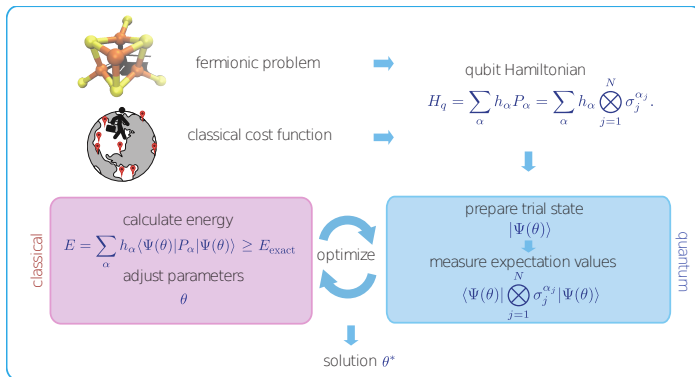
Use SWAP mixer:

$$\begin{array}{c} 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \end{array} \Rightarrow \begin{array}{c} 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \end{array}$$



Quantum Chemistry - Variational Quantum Eigensolver

- Calculate ground state of molecules



Moll et.al. arXiv:1710.01022



HHL Algorithm for Radar Cross Section



HHL Algorithm

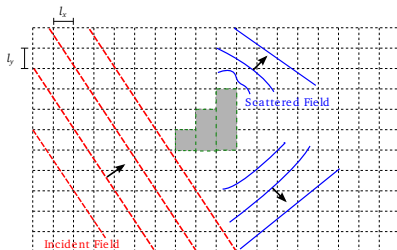
- Harrow, Hassidim, Lloyd (2008, arXiv:0811.3171)
- Solves $A\mathbf{x} = \mathbf{b}$ in $\mathcal{O}(\log n)$ instead of $\mathcal{O}(n^2)$

Fine Print

- A must be sparse
- A must be well conditioned
- Solution \mathbf{x} is encoded in state $|x\rangle = \sum_i x_i |i\rangle$
- Needs quantum error correction



HHL Algorithm for Radar Cross Section



Clader et.al. arXiv:1301.2340

- FEM calculation for stationary scattering problem
- Scattering cross section is of the form

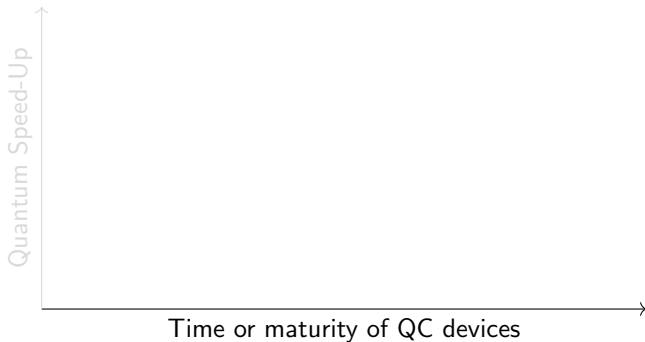
$$S \sim |\mathbf{R} \cdot \mathbf{x}|^2 = |\langle \mathbf{R} | \mathbf{x} \rangle|^2$$

Resource Analysis

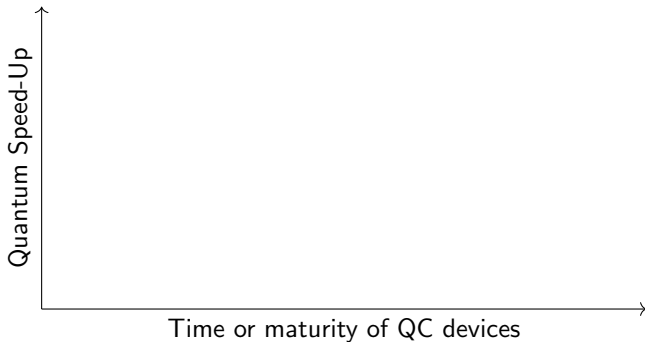
- Matrix oracle on QC
- Implement matrix oracle on classical reversible circuits
- Estimate resources on QC



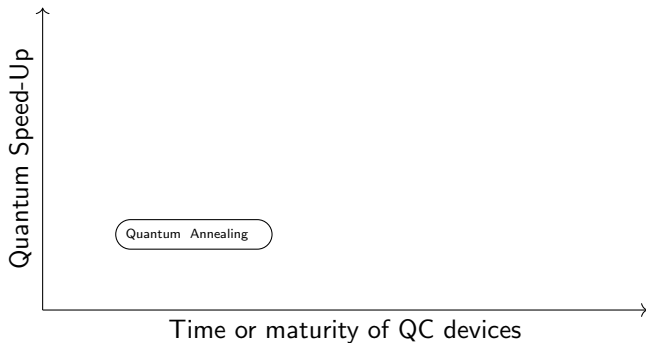
Personal View on Speed-Up and Timescales



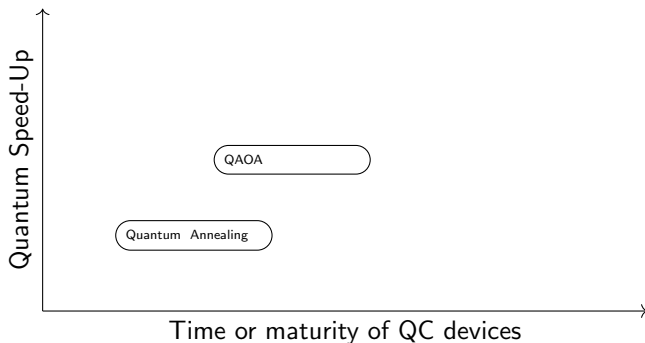
Personal View on Speed-Up and Timescales



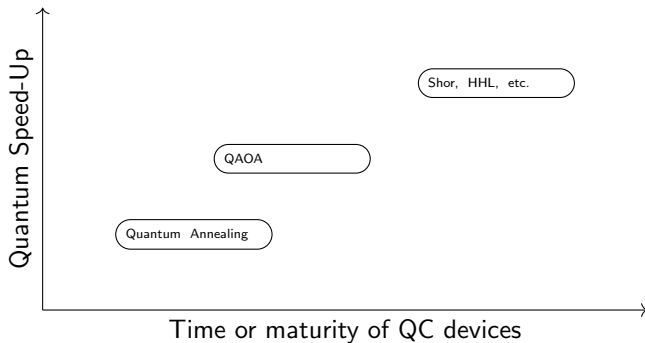
Personal View on Speed-Up and Timescales



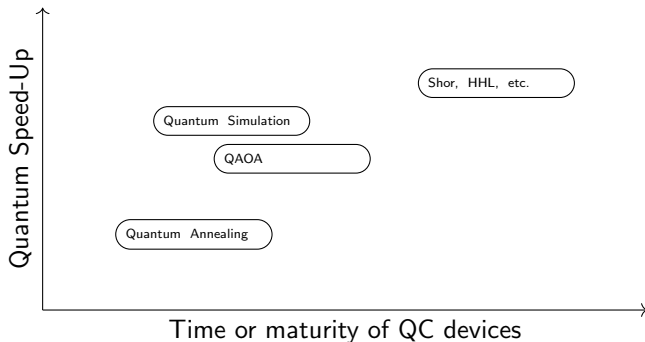
Personal View on Speed-Up and Timescales



Personal View on Speed-Up and Timescales



Personal View on Speed-Up and Timescales



Thank You

